MYARC ADVANCED BASIC

Format
Keyboard Input
        INPUT [input-prompt:]variable-list
File input
        INPUT #file-number[,REC record-number]

Cross Reference
ACCEPT, EOF, LINPUT, OPEN, REC, TERMCHAR

Description
The INPUT statement suspends program execution to enable you to enter data from the keyboard.
INPUT can be used to retrieve data from an external device.

> The variable-list consists of one or more variables separated by commas. Values are assigned to the variables in the variable-list in the order they are input. A value assigned to a numeric variable must be a number; a value assigned to a string variable may be a string or a number.

Variables are assigned to a values sequentially in the variable-list. A value can be assigned to a variable, and then that variable can be used as a subscript later in the same variable-list.

Input from the Keyboard

If you do not specify a file-number, the program pauses to accept input from the keyboard.

> If you enter an input-prompt, it appears at the beginning of the input field, followed immediately by the flashing cursor.

> The input-prompt is a string expression; if you use a string constant, you must enclose it in quotation marks.

> If you do not enter an input-prompt, a question mark (?) appears at the beginning of the input field,followed by a space. The flashing cursor appears in the character position following the space.

The input field begins in the far left column of the bottom row of the screen window   defined by the margins. You can enter up to 157 characters from the keyboard; however, an exceptionally long entry may not be processed correctly by the computer.

The values entered to the variable-list of one INPUT statement must be separated by commas. You must enter the same number of values as there are variables in the variable-list.

A string value entered from the keyboard can optionally be enclosed in quotation marks. However, a string containing a comma, a quotation mark, or